



Joel Forrester

GAME DESIGNER/PROGRAMMER

CONTACT



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SKILLS



Java



C#



C++



Unity



Unreal Engine



Visual Studio



Github



Illustrator



Photoshop

EXPERIENCE

JUNIOR GAME DEVELOPER // June 2018 - November 2018

ESC Games - New York, NY

Worked as a member of the ESC Engineering Team. Over the period of 6 months developed 2 games and various toys for mobile devices using the Unity Engine and ESC's in-house platform. Contributed to the development of the ESC platform. Using the material-ui library implemented a professional UI for the platform application. Participated in optional engineering meetings and presented solutions for code structure/architecture.

CODE HELP DESK // September 2017 - May 2018

NYU Game Center - New York, NY

Programming tutor for the Game Design department at New York University. Held group and one-on-one tutoring sessions with BFA students. Assisted students with assignments and personal projects. Acted as and provided resources for learning and improving programming skills.

STUDENT TECHNOLOGY ASSISTANT // September 2016 - May 2018

NYU IT - New York, NY

Tech assistant for three of New York University's student labs. My responsibilities included assisting clients with tech-related issues, managing the space, and designing promotional artwork for events and facilities. Programmed automation tasks. Provided software consultations. Led workshops on Game Development and PC Building.

LEVEL DESIGN INTERN // June 2014 - August 2014

Errol King - Brooklyn, NY

As an intern, I was a level designer for the game Beta, which taught kids basic coding through gameplay by utilizing the language CodePop. I was tasked with designing and building levels that would challenge and entertain the players, all the while showing them the capabilities of the game as a whole.

PROJECTS

[JOELFORR.GITHUB.IO](https://joelforr.github.io)

A self-designed and self-built website hosted on github with a comprehensive list of games I have developed.

EDUCATION

NEW YORK UNIVERSITY // August 2015 - May 2018

BFA Game Design
Minor Computer Science

Overall GPA: 3.35

VOLUNTEERING

INDIECADE // April 2016

IndieCade 2016

Assisted hardware/software setup for the game exhibitions. Part of my job included directing attendees and helping developers whenever required. I operated and helped attendees experience PlayStation VR, as well as encouraging them to get involved with the E-sports twitch stream.

GAMES FOR CHANGE // April 2016

G4C 2016

As a volunteer, I worked the floor by directing attendees to the game exhibitions and auditorium; additionally, I did my best to assist attendees and respond to questions they asked.